

SETUP

BOARD

- Deal 3 Blue & 3 Green Land cards above main board
- 3 or fewer players: remove Viking (brown) cards with a number (in lower left) higher than the player count.
- Deal 5 Brown cards below main board
- Choose normal or advanced side for all player boards
- Draw 1 oval token to determine 1st player

PLAYER

- Deal 2 **different** colored Viking cards to your tableau
- Draw 3 Viking cards to hand
- Slot 1 Helmet & 1 Bracelet to your player board
- Player tokens at start of each track (match shape)

TURN STRUCTURE

If draw pile cannot be refreshed from the discard pile, then the player with the biggest tableau must discard one tableau card of their choice.

1. Advance CIRCULAR token by highest value that you've earned via your SQUARE token.
2. **TRADING:** Spend Bracelet token(s) to activate the top of their player boards (including their Land cards).
 - a. This can be done BEFORE or AFTER their Action
 - b. Can only be done once per turn
 - c. 1 Bracelet activates ONLY the left column
 - d. Spend more Bracelets to activate additional columns
3. Take 1 Action:
 - a. **RECRUIT:** Play 1 card from hand to your tableau
 - i. Same colored cards are splayed in columns
 - ii. Take all assets for that card's column (excess is lost)
 - iii. Take 1 card to hand from main board: match the card just **played** to the **board's header color**.
Or spend 1 Helmet token to take a different card.

OR

- b. **EXPLORE:** Discard Vikings from tableau to take a Land Card to stack at the top of your player board
 - i. Cost is in upper-left of the Land card
 - ii. Slotted Helmet tokens can be spent as wild cards

GAME END

- Trigger: a player reaches 40 on score track
- Finish current round, excluding the 1st player
- Tiebreaker: biggest tableau, then Bracelets